

America's Premiere Hit!

SPACE
ACE™

Arrives!



Ace and Kimberley escape a Laser Blast

© 1983 Don Bluth

Magicom's New Game "Space Ace," is Here!

"Dragon's Lair," the first animated laser disc arcade game, hit the market place July 1, 1983. In the months following, it was hailed throughout the country for helping turn around the financial slump into which the entire industry had fallen. It has even been credited as the most revolutionary idea to hit the game-playing public since the invention of Pong.

Now comes "Space Ace," Magicom's newest game, which promises to be an even bigger innovation, a bigger hit at the arcades. With it, the laser disc will further install itself into the front lines of arcade hardware as the wave of the future. With it, conversion kits offered to arcade operators become a reality and begin to change a system of economics.

The credit for "Space Ace" belongs to a consortium of three companies: Don Bluth Animation, RDI and Cinematronics. They set the standards of the game form and continue to lead the field.



Dexter misses getting pulverized by Robot Droids

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...Thanks to Classical Animation and Laser Disc Technology

Though there are still many detractors from the worth of laser disc technology, Magicom is confident that the laser beam will continue to bring new light to the quality of game-play. With the technology harnessed and continually improving, revelations continue to occur as to the kind of game that can be made. No one has to settle for stick-and-dot graphics any longer. Now art is possible, and with it, story, characters, music, dialogue and sound effects—participatory entertainment.



Animation flip pages and painters use precision for Classical Animation.



THE ARTISTS

Don Bluth and his partners Gary Goldman and John Pomeroy began the Second Age of Animation in 1982 with the release of their first feature film, "The Secret of NIMH," richly robed in all the elements of Classical Animation that had been missing from films during the preceding three decades. The artists, who began their own company in 1979, gathered together a group of the best-trained young animators in the world, people who shared their commitment to prove that Classical Animation is still a vibrant, and valid, art form.

WHAT IS CLASSICAL ANIMATION?

In "Space Ace," there are 25 minutes of animation, including the wonderful ways Ace or Dexter can die. Though a good game player can make it through one game in about eight minutes, people die purposefully at a new place each time just to see the rich animation.

Classical Animation differs from other forms in several ways. There are still the clear plastic sheets called "cels" on which the characters are painted, and they are still

photographed against painted backgrounds. But Classical Animation is more: It is not seen on Saturday morning television. Even most of the movies since the 1950s have not had the depth and richness of the truly classical style: strong characters, vivid colors orchestrated for emotional impact, unusual camera angles, richly detailed backgrounds, and contact shadows under the characters or other special effects such as sparks from a laser blast, the white-hot glow around flames, the zapping of electricity, the rush of meteors.

DOUBLE OPPORTUNITY

Bluth sees animation in arcade games as a double opportunity. It is a brand new place to put the special skills of animators to work, and it is the place to reach the audience of teenagers and young adults he wants to game for his future films.

He and his partners, Goldman and Pomeroy, met while they were all animators at Disney Studios. They began a project at night and on weekends in Bluth's garage which was designed to be an educational tool by which they could learn the tricks of the masters. "Ranjo, the Woodpile Cat" took five-and-a-half years to complete, by which time the trio had left Disney. "Ranjo" was seen on A&C-TV as an animated special.

They then animated the two-minute sequence of "Don't Walk Away," a love song in the film "Xanadu." After "NIMH's" release in 1982, they began six months of work on "Dragon's Lair." They completed animation on "Space Ace," and are beginning work on the third game, "Dragon's Lair II."



Don Bluth and fellow producers Gary Goldman and John Pomeroy

For further information, please contact Don Bluth Studios, 12229 Ventura Blvd., Studio City, CA 91604. Or call (818) 506-5440.